ROBOTIC WARRIOR

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Our Concerns

Weight- not to heavy, so it can maneuver quick

Sensor- amount of sensor, program runs the robot

Pieces- make sure defense are strong, no pieces will fall off

Track- wheels or track

Speed- able to move away fast enough

Strength- push vehicles away, not get stuck by enemies

Attack- specialties to make other vehicles lose points



Prototype 1

Uses tracks instead of wheels

Sensor is attached on ramp

Speciality:

Has a ramp like weapon in the front.
Other vehicles will ride the ramp instead of hitting our robot. The ramp wasn't wide and enemies was able to get around.



Prototype 2

Same tracks

Same Gears as first prototype

Different:

Our opponents were able to dodge our ramp, if the robot advances from an angle. Our solution was to make the ramp wide, so the opponents can be picked up from the different angles. Also, the ramp was raised to make other robots climb to that height, which then their defense will weaken by having chance to tumble off.

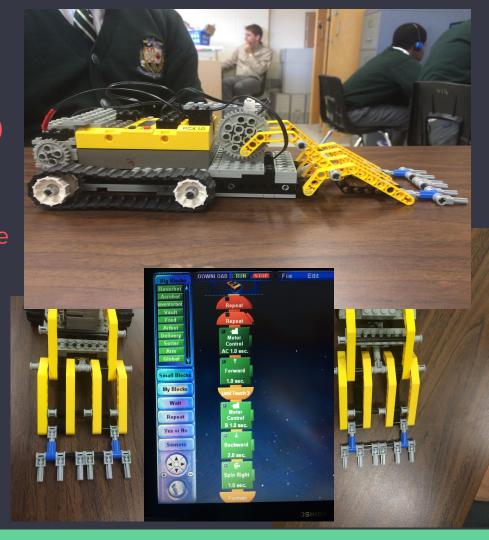


Final Prodigy

Has same gears and track system (speed decrease: batteries may of drained)

3 motors (added 1 new motor)

New motor is attached to the ramp to make it a claw. It is able to rip other vehicles pieces off. When the Sensor is hit the claw will open and close. The claw is also wider than the ramp from the second prototype. This made other easy to get under other robots. For the "final fight", we tied it for second place. Other vehicles were able to avoid the claw with their special designs.





Program

Our program had simple actions. Once it hits a robot, it will go backwards and turn to the left.

The challenge was making the claw open and close. The RCX unit wouldn't process section B, which was the only section left for the motor on the claw.

Solution:

We program the formula to concentrate on B when the sensor was hit. This allowed the claw to open and close.

Best Part 1:28 Shows the claw in action

